OFFICIAL
Advanced
Dungeons & Dragons®
VIDEO GAME

HEROES OF THE LANCE

FCI

NES-LO-USA-1

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9 am-7pm Central Standard Time

FCI®

Please read this instruction booklet to ensure proper handling of your new game; then save the booklet for future reference.

Precautions

1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit it or drop it.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

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Nintendo ENTERTAINMENT SYSTEM®

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The Heroes of the Lance Story

Three hundred years have passed since the wrath of the ancients descended on Krynn in the form of the Cataclysm. On each of the twelve days that preceded the Cataclysm, a sign appeared. Trees wept blood. Fires raged uncontrollably or fell cold. Cyclones ripped through the Temple of the Kingpriest of Ishtar. All of the signs were ignored, and on the thirteenth day mountains of fire tumbled from the sky and shattered the lands.

In the dark days following the Cataclysm the great nations crumbled into petty, squabbling alliances. The people turned their backs on the ancient traditions and the power of faith. Memories of the great magic performed by the true clerics were forgotten or disccunted as mere myth.

The wicked goddess, Takhisis, the Queen of Darkness, has waited for this time. She has awakened the treachercus dragons and created an army of draconians to spread her power across the land. Once in control of the lands, the balance of power will be shifted so that Takhisis can force entry to the world.

The adventuring party, called the Companions of the Lance, are the only hope for Krynn. The Companions have learned of the existence of the revered Disks of Mishakal, which lie in the ruins of Xak Tsaroth. The Disks are a potent symbol of the elder healing goddess, Mishakal. With the Disks as proof of the existence of Mishakal, the ancient traditions can be revived and the cosmic balance restored.

But Takhisis also knows of the Disks, and has sent the black dragon, Khisanth, to guard them. The Disks are also protected by a myriad of hatchling dragons, draconians and other foes.

Can the Companions recover the Disks and earn the title "Heroes of the Lance"?

The Adventure Begins...

At long last the Companions arrived at Xak Tsaroth. As the crumbling ruins came into view, the party crept slowly into the once great city. Senses strained for any sign of malevolence. When the Companions reached the remains of a temple, Goldmoon moved ahead of her friends. The great bronze temple doors slammed shut as she passed through. Goldmoon continued forward in a daze toward a huge marble figure of a woman. The figure glowed with a gentle warm light, her face was beautifully serene, and her hands were outstretched with palms up.

Goldmoon stepped up to the figure and instinctively placed her blue crystal staff into the statue's open hands. The room filled with a familiar blue light and the stone woman spoke:

"The deities have not turned away from man—man has turned away from us. Men will need our power now more than ever. The Queen of Darkness has returned, seeking to destroy the natural balance and control the land with her vicious cohorts. You, my disciple, must deliver the word of the true faith to man.

"To gain the power to defeat her, you will need the truth of the Omnipotent—this is the greatest of gifts. Below this temple, in the haunted ruins, rest the Disks of

Mishakal: circular disks of gleaming platinum. Find the Disks and you can call on my power, for I am Mishakal, goddess of healing.

"Your way will not be easy. Takhisis knows the power of truth and fears it. She has set the powerful black dragon, Khisanth, to guard the Disks. The dragon's lair is where you will find the treasure.

"Danger lies ahead, so I bless this staff. When you confront the fearsome dragon, throw the staff. You must then hurry and retrieve the Disks, for I fear the dragon's destruction will collapse the cavern.

"Never waver, my child, and you shall prevail."

Goldmoon took the staff from the statue and returned to the Companions.

The Game

Welcome to *Heroes of the Lance*, the first ADVANCED DUNGEONS & DRAGONS® game for Nintendo. This game is based on the popular AD&D® game by TSR, Inc.

The mission of the Companions is to fight their way to the depths of Xak Tsaroth, slay the black dragon, Khisanth, and recover the Disks of Mishakal. Whenever the Companions destroy a monster or find a treasure they will get an experience point score that indicates how well the party is doing. To complete the game, the party must battle monsters, jump pits, avoid magic traps, and discover the path through the maze of Xak Tsaroth to find the Disks of Mishakal.

Starting the Game

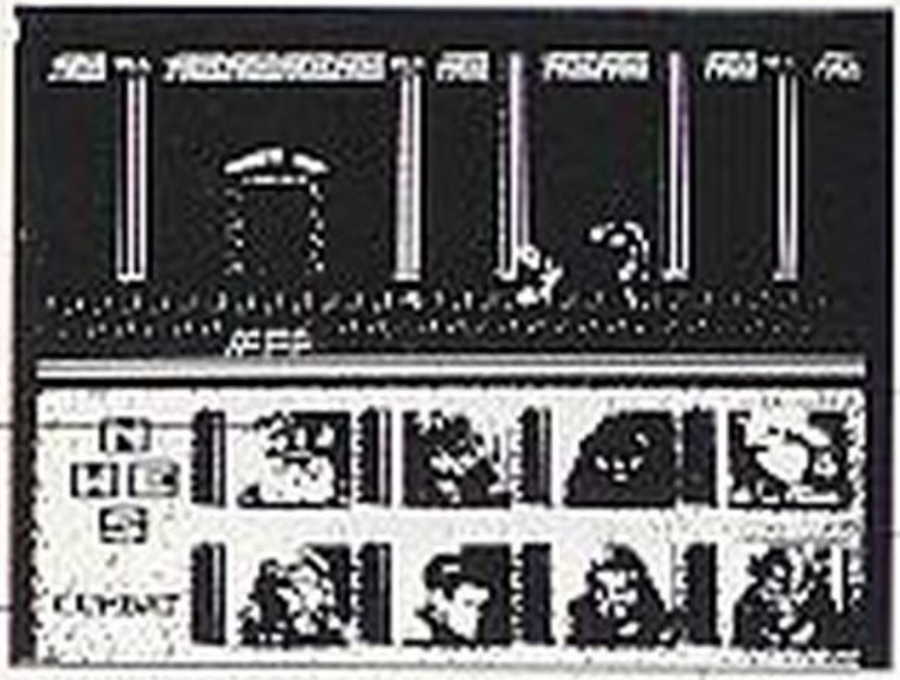
1. Make sure the power switch is turned OFF.
2. Insert the Heroes of the Lance cartridge as described in the Nintendo Entertainment System manual.
3. Turn the power switch ON.
4. Press the START button to begin the game.
5. Highlight GAME START or LOAD SAVE with the control pad and press the A button. Choose GAME START the first time you play.

After you have started the game press the A button to view each of the *Heroes of the Lance* characters and again to begin the game.

Turning the Game Off

If you have saved a game, you must press and hold the RESET button *while* you turn off the power. If you fail to do this **the saved game will be lost.**

The Combat Screen



Heroes of the Lance is played from this combat screen. The pictures of the eight Companions of the Lance are shown at the bottom of the screen. The bar to the left of each picture represents each character's hit points. Hit points are a measure of a character's health.

The character in the top left corner is the lead character. The characters in the top row are in the front rank. The lead character is the only character that moves and fights on the screen. The front rank characters can cast some spells and may take damage when the party (group of characters) is attacked. The characters may be

rearranged to keep the weaker characters out of the front rank using the Hero Select option on the Main Menu.

The directions of the Compass will turn depending on which way the party is facing. When the lead character moves left or right, he is moving in the direction shown on the left or right of the compass. A box around the top or bottom direction of the compass indicates that there is a doorway or opening in that direction.

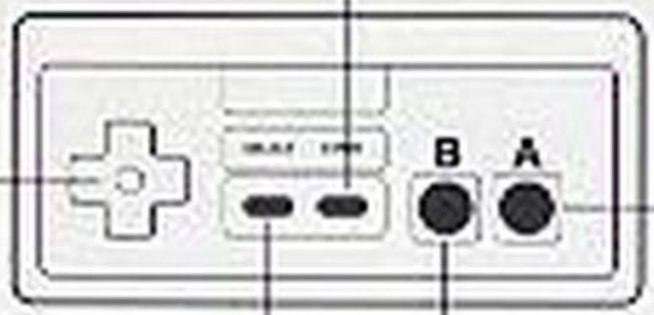
The Combat Indicator is on when a monster is in close combat range.

Monsters will advance and attack the party. Monsters' hit points are not shown on the screen and are always hidden from the player.

Character Combat Summary

Name	Hit Points	Damage Bonus	Weapons
Goldmoon	19	-	Blue Crystal Staff
Sturm	29	+1	Long Sword +3
Raistlin	9	-	Staff of Magius
Caramon	35	+3	Sword, Throwing Spear
Tanis	35	+1	Sword +2
Tasslehoff	15	-	Hoopak, Pouch of Stones
Riverwind	34	+3	Sword +2, Bow and Arrows
Flint	42	+1	Battleaxe +1, Throwing Axes

Game Controller



Start game.

Control Pad
Move characters.
Duck.

Run. Jump.

Select main menu.
Exit from main menu.

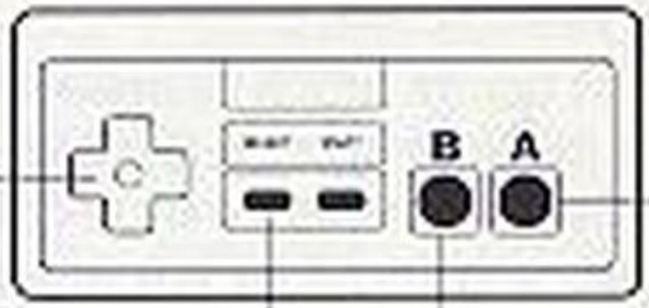
Ranged combat.

Movement

Press the right or left arrow on the control pad to move the lead character on the screen. To run, press the control pad diagonally up in the direction you want to move. Holding the control pad down for two seconds will also cause the character to run. To jump, hold the A button down while running.

Your character is next to a door when a compass direction is surrounded by a red box. The box indicates the direction of the opening. To move through a door, hold the control pad down in the direction of the opening. After passing through a door, the compass will turn to show the new direction the party is facing.

Combat



Control Pad
Aim attacks.
Duck.

Run. Jump. Make menu and spell selections.

Select main menu.
Exit from main menu.

Make attacks.
Cancel menu selections.

Only the lead character can attack, except Goldmoon and Ralstlin who can cast combat spells if they are in the front rank. To attack, aim the attack with the control pad and press the B button. To attack high, press diagonally up, to attack low, press diagonally down.

The Combat Indicator tells you if a monster is in close combat with the party. If the word COMBAT appears in the indicator, then the monster is close enough to fight "claw to sword" with party and the lead character will attack with a close combat weapon (sword, battleaxe, etc.). If the Combat Indicator is blank, then any monster on the screen is too far away to be attacked with close combat weapons and the lead character may attack with any long range weapon (bow, hocpak, etc.).

All of the front four characters can take damage from a monster's attack. Remember to watch the hit point bars of the front rank characters, and heal wounded characters or move them to the second row.

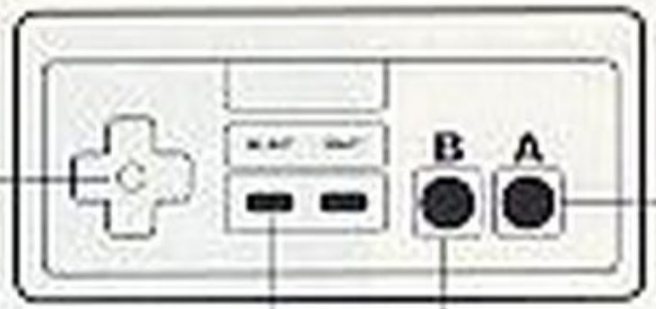
Characters and monsters have hit points which represent how hard they are to defeat. Each time a character or monster is hit, it loses hit points and recoils, unable to attack for a moment. Some monsters may only be hit by high or low attacks. Spiders, for example, can only be hit by low attacks (unless the lead character is Flint or Tasslehoff).

When characters or monsters lose all of their hit points, they are slain. When a character is slain, he moves to the rear of the party, his picture is hazy, but his body is left on the screen. When the party leaves a hallway with a body, the body disappears forever.

Characters must choose the Use command to prepare ammunition for long range weapons (bows and the hoopak). Raistlin and Goldmoon must choose which spell they are going to cast.

When confronting Khisanth, Goldmoon must throw the staff as her long range attack. If Goldmoon is annihilated, Riverwind, Caramon, or Sturm must choose the Use command on the staff and then throw it at Khisanth, also as a long range attack.

Using Menus



Control Pad
Highlight menu
and spell selections.

Make menu
and spell selections.

Select main menu.
Exit from main menu.

Cancel menu selections.

Use the Main Menu and sub-menus to do things like pick up treasure, save the game or cast magic spells. Press the SELECT button in Combat View to go to the Main Menu.

To choose any menu option, use the control pad to select and press the A button. To exit a sub-menu without making a choice press the B button. Press the SELECT button to exit the Main Menu, and continue the game. Choosing characters, spells, items, and other options works the same way as selecting Main Menu options.

Example: To change the order of two characters:

1) Press SELECT to get the Main Menu.
2) Highlight Hero Select with the control pad and press the A button.
3) Highlight the first character with the control pad and press the A button.
4) Highlight the second character with the control pad and press the A button. The characters swap places.
5) Press SELECT to return to the combat view.

Example: Picking up an item:

1) Move your character over the item in the combat view.
2) Press SELECT to get the Main Menu.
3) Highlight Take with the control pad and press the A button.
4) Highlight the character you want to pick up the item with the control pad and press the A button.
5) Press the A button to pick up the item.
6) Press the A button again to return to the Main Menu.
7) Press SELECT to return to the combat view.

The Main Menu

The Main Menu has the following ten options:

Hero Select is used to rearrange the party order. Choose a first character and then choose a second character. The characters will trade places. This option is used to place injured characters in the back rank and to bring fresh, unhurt characters to the front.

Magic User Spells is used to choose a spell for Raistlin to cast from his magical Staff of Magius. The staff is enchanted with a limited number of magical charges and each spell uses the number of charges listed in chart (page 14) each time it is cast. The staff holds 100 charges.

If Raistlin is the lead character, he will fire the last spell he cast as his long range attack. This works exactly like Riverwind or Tanis firing their bow. If Raistlin is not the lead character, but is still in the front rank, you must select his spell from the Magic User Spells submenu. The spell will fire automatically when you exit the Main Menu and return to the combat view. (Except the Final Strike spell, which can only be cast as a long range attack with Raistlin leading the party.) Sometimes Raistlin should be in the lead. He has special capabilities which can be useful in jumping.

Magic User Spells from Raistlin's Staff of Magius
(100 Charges in Staff of Magius)

Spell Name	Charges	Description
Charm	1	Causes most monsters to stop in their tracks.
Sleep	1	Causes some creatures to fall into a deep sleep.
Magic Missile	1	Fires an energy blast.
Web	2	Entangles most monsters in a sticky magical web.
Detect Magic	1	Makes any magic item on the screen sparkle.
Detect Invisible	2	Shows the locations of invisible objects on the screen.
Burning Hands	1	Is a short-range energy blast.
Final Strike	All	Releases all of the magical energy contained in Raistlin's staff. This spell will instantly destroy Raistlin and all monsters on the screen at the time. The spell can only be cast as a long range attack with Raistlin leading the party, and the party cannot be in close combat with any monster during the spell.

Clerical Staff Spells are used to choose a spell to be cast from Goldmoon's blue crystal staff. Mishakal has filled the crystal staff with a limited number of magical charges and each spell uses the number of charges listed in chart each time it is cast. The staff holds 200 charges. (See chart on page 16)

Only Goldmoon may cast all of the spells, but if she is eliminated or incapacitated some spells may be cast by Riverwind, Sturm, or Caramon.

If Goldmoon is the lead character, she will fire the last spell she cast (if it was a combat spell) as her long range attack. This works exactly like Riverwind or Tanis firing their bow. If Goldmoon is not the lead character, but still is in the front rank, you must select her spell from the Clerical Staff Spells submenu. Combat spells will fire automatically when you exit the Main Menu. Goldmoon can only cast spells while she is in the front rank (first four characters). Casting non-combat spells works a little differently than combat spells.

To cast a Healing Spell (or Raise Dead, etc.) on a member of the party, choose the spell, then choose the target character. Spells marked with an * may be cast by Goldmoon, Riverwind, Caramon, and Sturm. Other spells may only be cast by Goldmoon.

Clerical Staff Spells from Goldmoon's Blue Crystal Staff
(200 Charges in Blue Crystal Staff)

Spell Name	Charges	Description	Who Can Use
Cure Light Wounds*	1	Heals 1-8 hit points of damage on a character.	Goldmoon, Riverwind, Caramon, Sturm
Protection from Evil	1	Weakens evil creatures somewhat while they are near the party.	Goldmoon
Find Traps*	2	Shows any traps on the screen.	Goldmoon, Riverwind, Caramon, Sturm
Hold Person	2	Binds some creatures so that you may attack or walk around them.	Goldmoon
Spiritual Hammer	2	Creates a magical throwing hammer.	Goldmoon
Prayer	3	Offers a little extra protection to the party.	Goldmoon
Cure Critical Wounds*	5	Heals 6-27 hit points of damage on a character.	Goldmoon, Riverwind, Caramon, Sturm
Raise Dead	5	Returns slain characters to life.	Goldmoon
Deflect Dragon Breath*	10	Protects characters from the deadly black dragon acid attacks. The lead character flashes while protected by this spell.	Goldmoon, Riverwind, Caramon, Sturm

Use readies one of a character's items, like weapons, potions, or scrolls, for use. To use an item, choose a character then choose the item to use. Not all characters can use all items. Caramon, Tanis, Tasslehoff, Riverwind, and Flint must choose the Use command to ready their ranged weapons. Characters must be at the front of the party to use items such as scrolls or wands.

Score shows the number of each type of monster the party has slain and the party's total experience points.

Give transfers items from one character to another. Choose the character that has the item now, choose the item, and then choose the character to receive the item.

Drop throws items onto the floor. Choose the character and then choose the item to drop.

Take picks up items and treasures from the floor. Choose the character and then choose the item to take.

The Staff of Magius can only be used by Raistlin. If anyone else tries to take it he will be damaged by a burning flash.

The Blue Crystal Staff can only be fully used by Goldmoon. Riverwind, Caramon, and Sturm can take the staff to use some of its magic or slay Khisanth. Anyone else attempting to take the staff will suffer damage.

Save stores the game in-progress. You may have up to three saved games. A game listed as *New* has no saved game data. A game listed as Old contains a saved game. You may save over an old game, but the original old game is then lost. Saving regularly is a very good idea—especially after you have finished a tough battle.

CAUTION: To protect your saved games when you are finished playing, press and hold RESET while turning off the power.

Load retrieves a saved game.

The Heroes of the Lance Characters

The Companions are a group of individual characters who have banded together into an adventuring party. Each character has different weapons abilities, and a different set of statistics, or ability scores. These statistics range from 3 to 18. Characters with a strength of 18 also have a number from 1 to 100 as a measure of their exceptional strength. Characters also have Hit Points, to show how much damage they can take before their demise.

Two members of the party, Goldmoon and Raistlin, start the game with magical staffs. These staffs allow the characters to cast spells that will aid the party. Raistlin is the only character who can use his magical Staff of Magius; Goldmoon is the only character who can fully use the Blue Crystal Staff. Riverwind, Caramon, or Sturm can use some of the powers of the Blue Crystal Staff if Goldmoon is slain.

Other characters begin the game with magical weapons, like Sturm's magical Long Sword +3. The 'plus' value after a weapon identifies it as magical. The larger the 'plus' the more damage the weapon does each time it hits. The Character Combat Summary (page 7) lists the 'plus' values, the damage bonus and the character's health (hit points). Characters with a high strength also do bonus damage when they hit a target. This strength bonus is listed with the character statistics following. Total damage equals the magical bonus, plus the strength bonus, plus the normal damage of the weapon.

Goldmoon

Goldmoon is the daughter of a Que-Shu chieftain and her chosen husband was to be chief—but the higher powers had other plans. Goldmoon fell in love with the least suitable of her tribe, the warrior Riverwind. Her father hoped to get rid of the young man by sending him on a quest to find proof of the old dieties. No one ever expected him to return.

Statistics:

Strength	12
Intelligence	12
Wisdom	16
Dexterity	14
Constitution	12
Charisma	17
Hit Points	19

Months later he did return with a blue crystal staff that he claimed was the proof of the Ancients' existence. When the staff did nothing, the chief condemned Riverwind to be stoned as a heretic. Goldmoon threw herself into Riverwind's arms as he began to fall under the angry pelting. Suddenly the staff flashed and the pair disappeared. When they became reoriented, they found that they were miles away from the village, and that all of their wounds were miraculously healed!

Now armed with the blue crystal staff, Goldmoon is one of the most important characters in the party. With the blue crystal staff she can cure wounds, hold enemies, raise the fallen, and deflect the black dragon's and hatchlings' acid breath. A few of the Companions can use the staff, but only she can use all of its magical abilities.

Sturm Brightblade

Sturm Brightblade is the son of a Solamnic Knight. The Knights were unjustly blamed for the Cataclysm and are now hated by the people of Krynn. Sturm has dedicated his life to the Oath and Measure of the Knighthood. The Oath of the Knights is "Est Sularis oth Mithas: My Honor is My Life."

Sturm is a strong warrior and wields a magical and powerful Long Sword +3.

Statistics:

Strength (damage +1)	17
Intelligence	14
Wisdom	11
Dexterity	12
Constitution	16
Charisma	12
Hit Points	29

Raistlin

Raistlin was so weak when he was born that no one expected him to live. But he did survive because of his half-sister Kitiara's efforts and his strong will. As young boys, the twins Raistlin and Caramon were taken to a local fair where a conjurer was performing simple magic tricks and illusions. That evening, the youngster astonished his family by reproducing every trick he'd seen.

A year later, Raistlin was taken to a Master Mage where he again amazed his elders by reading a spell book he had found in the master's library. Raistlin became the youngest mage ever to take, and pass, the Test of High Sorcery to become a full mage.

Raistlin is physically very weak and should avoid direct combat. His strength is his great magical abilities.

Statistics:

Strength	10
Inteligence	17
Wisdom	14
Dexterity	16
Constitution	10
Charisma	10
Hit Points	8

Caramon

Caramon is the strongest of the Companions, and a fearsome warrior. He was trained in battlecraft by his half sister, Kitiara, who later became a Dragon Highlord in Takhisis' dragonarmies. Although they are complete opposites, Caramon is never far from his twin Raistlin. Much of Caramon's experience in combat comes from dealing with the charlatans and fakes whom Raistlin delights in exposing and humiliating.

Caramon is armed with a sword and throwing spear.

Statistics:

Strength	18/53
(damage +3)	
Intelligence	12
Wisdom	10
Dexterity	11
Constitution	17
Charisma	15
Hit Points	36

Tanis

Tanis is a half-elf, with a human father and elven mother. He was never truly accepted by either race. Tanis was driven by his restless nature to leave the elven nation of Qualinesti to search the lands of Krynn for clerics with the legendary true healing powers. Until he fell in with the Companions, his only friend was the dwarf, Flint.

Tanis is a natural leader and good fighter. He is armed with a bow and a sword.

Statistics:

Strength (Carnage +1)	16
Intelligence	12
Wisdom	13
Dexterity	16
Constitution	12
Charisma	15
Hit Points	35

Tasslehoff

Tasslehoff, "Tass" to his friends, is a kender. The kender are a strange race. They stand less than four feet tall, and generally wear their hair in topknots braided with brightly colored cloth. Like all others of his race, Tass has a tendency to 'find things.' In fact, he will often find things that might not otherwise have been lost. Kender call this 'borrowing' or explain that they were protecting an item from possible theft or misplacement.

Tasslehoff fights with a hoopak, which is a part-staff, part-sling weapon that only kender can use. The hoopak can be used either for close or long range combat.

Statistics:

Strength	13
Intelligence	9
Wisdom	12
Dexterity	16
Constitution	14
Charisma	11
Hit Points	15

Riverwind

Riverwind and his family were shunned in the Que-Shu tribe for their observance of the ancient traditions. When he asked for the chieftain's daughter in marriage, it was considered a grave affront. Goldmoon's father hoped to rid himself of this upstart by sending him on a quest to find some magical artifact that proved the existence of the old deities. The Riverwind who returned from the quest was not the same man who left.

Riverwind returned with the strange blue staff and no memory of how he had found it. The new Riverwind was somehow changed by his strange journey. He spoke little and was very stern. After Riverwind and Goldmoon disappeared from the hail of Que-Shu stones, they made their way to Solace. They hoped to give the magic staff to a group of clerics known as the Seekers. The Seekers, they thought, would know the staff's power and use it for the cause of good.

Riverwind is second only to Caramon in strength and is armed with a sword and a bow.

Statistics:

Strength	18/35
(damage +3)	
Inteligence	13
Wisdom	14
Dexterity	16
Constitution	13
Charisma	13
Hit Points	34

Flint

Flint is a hill dwarf renowned for his skill in metalcraft and in battle. Tanis and Flint became close friends while the dwarf traveled through Qualinesti peddling his wares. Later he and Tanis met Tass and the rest of the Companions.

Flint is armed with a magical Battleaxe +1 and throwing axes.

Statistics:

Strength (damage +1)	16
Intelligence	7
Wisdom	12
Dexterity	10
Constitution	18
Charisma	13
Hit Points	42

Monsters

The party will face many different kinds of monsters during the assault on Xak Tsaroth.

Human Warriors: These are some of the least dangerous foes that you will encounter.	**Baaz Draconian:** The Baaz draconians are a race of dragonmen created by Takhisis' minions. Baaz cannot cast magic, but are dangerous in close combat.	**Bozak Draconian:** The Bozak, with their magical ability, are some of the most dangerous foes you will encounter. They try to stay out of close combat for as long as possible, and toss magic spells at the party from a distance.
Troll: Trolls are extremely tough opponents. These monsters heal very rapidly, so they must be terminated quickly.	**Spectral Minion:** These creatures are spirits who have been enslaved after their bodies were slain. Only magical weapons are effective against spectral minions.	**Giant Spider:** Generally giant spiders are merely pests, but they can be dangerous if you are already fighting other creatures.
Hatchling Black Dragon: These are the children of Khisanth, the guardian of the Disks. The hatchlings attack by spitting deadly streams of acid. They try to keep the party out of close combat range.	**Aghar (large and small):** The Aghar, Gully Dwarves, are pests that inhabit the dark halls of Xak Tsaroth. These 'poor relations' of the dwarf race are not much of a threat to the party.	**Wraith:** Wraiths attack by draining the best character of strength—try not to let them get close! Attack wraiths with magic weapons and spells.

Treasures

The party may pick up many treasures and gain experience points. These items have no magical or combat powers.

Gems: 10 Experience Points.

Coins: 50 Experience Points.

Gold and Silver Bars: 50 Experience Points.

Gold and Silver Chalices: 50 Experience Points.

Hunting Knife: 100 Experience Points.

Shields: 100 Experience Points.

Bracelet: 5000 Experience Points.

Disks of Mishakal: 2000 Experience Points.

Items

The party can also pick up many useful items. These items are not worth any experience points, but have special powers. To use the item you must go to the Main Menu and choose the Use submenu.

Potion: There are five different types of potions in the game. Each has a different color and gives the user a different power. Each potion can be taken and used by any character.

Green Potion: Healing

Blue Potion: Extra Healing

Yellow Potion: Heroism

Red Potion: Charm Monster

Orange Potion: Strength

To drink a potion choose the Use command from the Main Menu.

Ring: Magical rings of protection make the user harder to hit in close combat.

Gem Ring: These rings provide even more protection and make the user even harder to hit in close combat.

Scroll: Only Raistlin can use a scroll. A scroll allows him to cast either a Magic Missile or a Lightning Bolt Spell (depending on the scroll type). Each scroll can be used only once.

Wand: Only Raistlin can use a wand. A wand allows him to cast the magic missile spell three to five times before it runs out of power.

Your First Five Minutes With *Heroes of the Lance*

Once you know how to use the controller, here is a brief run-through of moving and fighting in *Heroes of the Lance*.

From the first combat screen, press SELECT to get to the Main Menu. Choose the Use command and choose Caramon's spear, Tanis' arrows, Tasslehoff's pouch of bullets, Riverwind's arrows, and Flint's throwing axes, one at a time. From the Main Menu, choose Magic User Spells, and then choose Web. Then choose Clerical Staff Spells, and then choose Spiritual Hammer. This readies all of the character's ranged attacks.

From the Main Menu, choose Hero Select. Choose Goldmoon and then choose Caramon. This puts two powerful fighters (Caramon and Sturm) as the first and second characters, and keeps Goldmoon and Raistlin in the front rank where they can use their spells. Save the game after all of the characters are prepared so from now on you can quickly get started. Press Select to get back to the combat screen.

In Combat view, you begin in a short hall that runs east and west. To practice moving around, press the right or left arrows on the control pad until the 'N' and 'S' on the compass are highlighted. Be careful not to fall into the pit on the right side of the screen. Hold the down arrow on the control pad to go through the opening to the south. The party is now in a new hall that runs north and south. The 'E' at the bottom of the compass is highlighted to indicate the opening the party has just moved through. Hold the down arrow again to return to the starting hall.

To practice combat, press the up arrow on the control pad to move through the opening to the north. Press the right arrow on the control pad to move north. As the screen starts to scroll, a human warrior will appear on the right edge of the screen. Hold the right arrow down and press the B button. Caramon will throw his spear in long range attack at the warrior.

Caramon only carries one spear, so now he must attack the human warrior in close combat. When the enemy gets within close combat range the word "COMBAT" will appear in the Combat Indicator. Continue to hold the right arrow and press the B button to attack. Caramon will swing his sword at the enemy. Continue to aim attacks with the control pad and swing with the B button until the warrior is defeated. You have won the first of many combats.

Once you are in the game, experiment with running and jumping. Press the control pad diagonally up in the direction you want to run, or hold down the right or left arrow on the control pad for two seconds. Press the A button while running to jump. Use your running speed to choose which monsters to fight. Use your jumping ability to get over pits that block your way.

From here you are on your own. Save the game after tough battles, or after you have achieved a major goal. Learn to cast spells, recognize monsters, avoid magical traps, and keep your bearings in the underground of Xak Tsaroth. The Disks of Mishakal await!

Heroes of the Lance NES instruction manual written by
Rick Wilson and George MacDonald

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, stock No. 004-000-00345-4.

90-Day Limited Warranty FCI Game Paks

90-Day Limited Warranty:

Fujisankei Communications International, Inc. (FCI) warrants to the original consumer purchaser that this FCI Game Cartridge shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, FCI will repair or replace the cartridge, at its option, free of charge. Replacement of the cartridge, free of charge, to the original purchaser (except for the cost of returning the game cartridge) is the full extent of our liability.

To receive this warranty service return the defective cartridge along with a dated proof of purchase and your name and address to an authorized FCI dealer or directly to FCI:

Fujisankei Communications International, Inc.
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Notes

Notes

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

FCI

Not Just Kid Stuff

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